task main()

{

 int a=0;

 int s=0;

 while(true)

 {

 SetSensorTouch(S1);

 SetSensorTouch(S2);

 SetSensorColorFull(S3);

 SetSensorTouch(S4);

 NumOut(20,20,a);

 int z=SENSOR\_1;

 int x=SENSOR\_2;

 int c=SENSOR\_3;

 int v=SENSOR\_4;

 if (c==2) {if (z==0) {if (x==0) {if (v==0) {ClearScreen(); a=a+1; NumOut(20,20,a); Wait(900);} if (v==1) {ClearScreen(); a=a+1000; NumOut(20,20,a); Wait(900);}} if (x==1) {ClearScreen(); a=a+100; NumOut(20,20,a); Wait(900);}} if (z==1) {ClearScreen(); a=a+10; NumOut(20,20,a); Wait(900);}}

 if (c==3) {if (z==0) {if (x==0) {if (v==0) {if (a>=1) {ClearScreen(); a=a-1; NumOut(20,20,a); Wait(900);}} if (v==1) {if (a>=1000) {ClearScreen(); a=a-1000; NumOut(20,20,a); Wait(900);}}} if (x==1) {if (a>=100) {ClearScreen(); a=a-100; NumOut(20,20,a); Wait(900);}}} if (z==1) {if (a>=10) {ClearScreen(); a=a-10; NumOut(20,20,a); Wait(900);}}}

 if (c==4) {if (z==0) {if (x==0) {if (v==0) {ClearScreen(); a=a+5; NumOut(20,20,a); Wait(900);} if (v==1) {ClearScreen(); a=a+5000; NumOut(20,20,a); Wait(900);}} if (x==1) {ClearScreen(); a=a+500; NumOut(20,20,a); Wait(900);}} if (z==1) {ClearScreen(); a=a+50; NumOut(20,20,a); Wait(900);}}

 if (c==5) {if (z==0) {if (x==0) {if (v==0) {if (a>=5) {ClearScreen(); a=a-5; NumOut(20,20,a); Wait(900);}} if (v==1) {if (a>=5000) {ClearScreen(); a=a-5000; NumOut(20,20,a); Wait(900);}}} if (x==1) {if (a>=500) {ClearScreen(); a=a-500; NumOut(20,20,a); Wait(900);}}} if (z==1) {if (a>=50) {ClearScreen(); a=a-50; NumOut(20,20,a); Wait(900);}}}

 if (c==6) {ClearScreen(); a=a-31; NumOut(20,20,a); Wait(900);}

 }

}